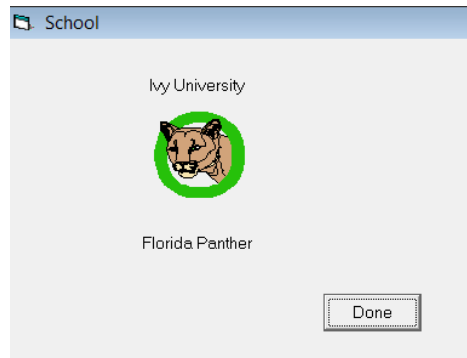
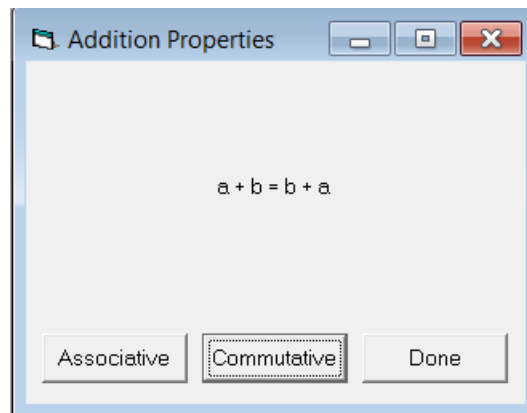


Programs Chapter 2

1. Create the following program so when the image is clicked the mascot name appears on the screen. You can use any school and mascot image from the Internet.

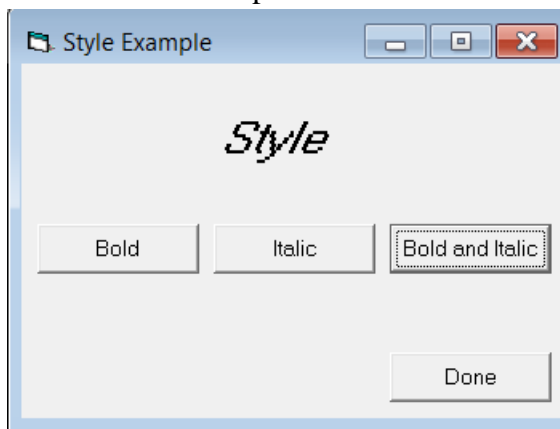


2. Create an application that displays the commutative or associative property depending on which button is selected. Below is an example when commutative button is selected.



*****Note** if you don't know the associative property Google it ***

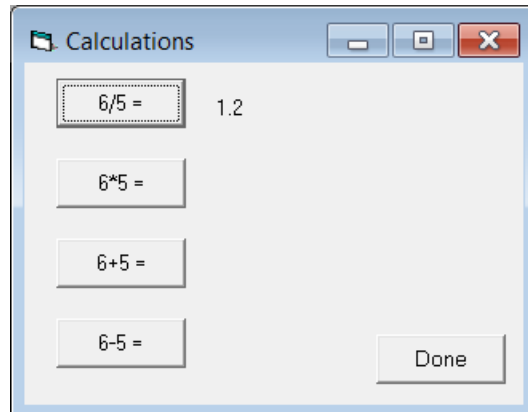
3. Create an application that displays a center, size 18 "Style" label that is only bold, only Italic, or bold and italic depending on which button is clicked. **Be careful:** You must undo bold if you select Italic after bold was selected first and vice versa. Example below:



4. Create an application that displays Hello! Or Good-bye! Center aligned size 18 and bold when the button is clicked. Include the Smiley graphic on the interface. Example below:



5. Create an application that displays the results of a calculation after clicking the button. You should use only one label to display answer. Use math expression to solve. Example below.



6. Create an application that displays a guitar image and the name of your favorite guitar player when the graphic is clicked. See Below

